

ACTION, STRATEGY, & ADVENTURE IN THE NETHERWORLD

GEMSTONE WARRIOR



STRATEGIC SIMULATIONS, INC.

© 1984 by Strategic Simulations, Inc. All rights reserved.

LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the diskette proves defective in any way, you may return it to Strategic Simulations, Inc., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983 and SSI will replace it free of charge. In addition, if the diskette proves defective at any time after the first 30 days, return the diskette to SSI and SSI will replace it for a charge of \$10.00. Please allow about four weeks for delivery.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.)

The enclosed software program and this Rule Book are copyrighted. All rights are reserved. This Rule Book may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this Rule Book may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased.

**© 1985 by Strategic Simulations, Inc.
All Rights Reserved.**

If you are unable to make a backup copy of your disk (most of our games have some form of copy-protection), you may purchase a backup disk from SSI for \$10 plus \$2 for shipping and handling. California residents, add applicable sales tax.

What to do if you have a defective disk

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover, and correct, any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.



TABLE OF CONTENTS

TALE OF THE GEMSTONE	1
1.0 COMMODORE 64 PLAYERS	3
Loading • Game Menu • Movement Commands	
Fire Commands • Inventory Commands • Other Commands	
Summary of Keyboard Commands for C64	
2.0 APPLE PLAYERS	4
Loading • Game Menu • Joystick and Keyboard Modes	
Movement Commands • Fire Commands	
Inventory Commands • Other Commands	
Summary of Keyboard Commands for Apple	
3.0 ATARI PLAYERS	7
Loading • Game Menu • Movement Commands	
Fire Commands • Inventory Commands • Other Commands	
Summary of Keyboard Commands for Atari	
4.0 MACINTOSH PLAYERS	9
Loading • Game Menus	
Movement and Fire Commands • Inventory Commands	
Summary of Keyboard Commands for Macintosh	
5.0 THE SCREEN	11
Apple, Atari, and C-64 Screens • Macintosh Screen	
6.0 MAGIC AND OTHER ITEMS	13
Magic Items • Other Items	
7.0 CAST OF CHARACTERS	14
8.0 BONUS TREASURE	15
9.0 TIPS ON STRATEGY	15
10.0 EXAMPLES OF PLAY	16
THE QUEST CONTINUES	17

TALE OF THE

*Listen, Brave Warrior, to the tale
and of Man's*

At the dawn of time, the gods created the Heavens, the Earth, and the Underworld. They breathed life into Man and all the creatures now living, including those despised and deformed Demons that inhabit the Underworld. The Gemstone, a source that intensifies the Earth's natural magic, was entrusted to Man.

For countless eons, the Earth's inhabitants lived in peace, prosperity, and happiness. Man utilized the magic of the Gemstone to create simple magic that brought no harm.

In the dank Underworld, the evil Demons' jealousy of the great Gemstone's power grew and festered. They coveted Man's power and prosperity and plotted to destroy him. Soon, the Demons created a volcano which served as a pathway from the Underworld to the Earth's surface. From their lair under the volcano, the Demons swarmed out onto the earth to plague Man. But the magical powers of the Gemstone forced them back into the darkness of the Underworld. Not discouraged, the evil ones again plotted against Man. Then, in the largest gathering of evil forces ever seen upon the face of the Earth, the Demons launched their mighty seige. They killed all they came upon — the brave soldiers, innocent women with their babies, and the keepers of the Gemstone. With the keepers dead, the Gemstone was unprotected, and the Demons stole it from its place on the Temple's high altar.

Mankind was devastated. The absence of the Gemstone caused the golden society created by magic to erode. Chaos ensued. Disease and famine swept throughout the world. The few remaining magic items became objects of bitter duels, dividing brother against brother. The Gemstone seemed to have taken with it all of Man's goodness and hope.

The Demons expected to gain ultimate power from the Gemstone, but found they could not use its powers. The gods



GEMSTONE...

*of the magnificent Gemstone
descent into ruin:*

had created the Gemstone so it could only be used by Man. Enraged, the Demons determined that Man would never be able to use the Gemstone's powers again. With hands of hatred, the Demons attempted to destroy the great stone, but were only able to fragment it into five pieces. These five pieces they concealed in their complex underground lair. Then, in a last attempt to exhaust the Earth of its few remaining sources of magic, the Demons boiled up to the surface once again, scouring it for gold, treasure, and other magic things. Nothing remained sacred. Tombs and graves were robbed of their bodies, and the tired bones made into mindless skeleton slaves to guard the evil ones' lair.

***H**umanity now occupies a state of desperation. The Demons and their monster minions multiply daily as Man's numbers decrease. The few hopeless survivors cower in scattered hiding places. Their only hope lies in the arrival of a Hero to enter the cavernous volcano and restore the Gemstone to its true owners. The few adventurous souls who have made the attempt have perished, condemned to wander for eternity as skeletons in the Demons' lair.*

***B**rave Warrior, your goal is to return the five pieces of the Gemstone to the temple. First, you must find the way through the system of underground caverns that lead to the maze. Once inside the maze, find the five pieces of the Gemstone. When the pieces are gathered, you must escape the Demon's lair through the spinning gateway and place the Gemstone on the temple altar. Go with haste, for if you succeed, you will be rewarded with great treasure and honor as the Champion of Man and our world.*

Gods' luck to you, Brave Warrior — you have but one chance!





1.0 COMMODORE 64 PLAYERS

1.1 Loading

Turn on the disk drive, computer, and monitor. Insert the diskette and type **LOAD** **"*",8,1**.

1.2 Game Menu

You will see a menu allowing you to choose from **(B)** Beginner's game, **(N)** Normal game, **(K)** Kamikaze game, **(O)** Old game, **(C)** Command screen, **(F5)** Sound on/off, **(Q)** Quit game.

The three types of games — Beginners, Normal, and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster, but have capabilities not found in the Beginner's game. In the Beginner's level, magical items (see 6.0) have the effects listed. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 1.6). Pressing the **F5** key toggles sound between on and off. Quit game does just that, without saving anything in progress.

The Command screen option takes you to a menu that allows you to redefine the keyboard commands. For example, you may redefine the **SPACE BAR** instead of the **RETURN** key as the Search/Take command. To select the command you wish to change, move the cursor down to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command. You may move the cursor to the desired commands with a joystick (in port #2) or the cursor keys.

Although not listed on the Game Menu, you may press **Ctrl R** to blank out the bottom three high scores on the high scores display. Pressing the **SPACE BAR** pages you through the different opening screen displays, including the high score displays and the game menu.

1.3 Movement Commands

Joystick (in port #2): To move, push the joystick in the desired direction (diagonal moves are not allowed).

Keyboard: Press **"I"** to move up (\uparrow), **"J"** to move left (\leftarrow), **"K"** to move down (\downarrow), and **"L"** to move right (\rightarrow).

Players may use the joystick and/or keyboard commands at any time since both methods are available at all times.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the **SPACE BAR** to have your Warrior toggle in and out of **RUN** mode.

1.4 Fire Commands

Joystick (in port #2): To fire, press the button on the joystick and push the stick in the direction you wish to fire. You may fire in any direction (facing changes automatically).

Keyboard: Press the appropriate key to fire in the desired direction.

A and **W** = Shoot diagonally

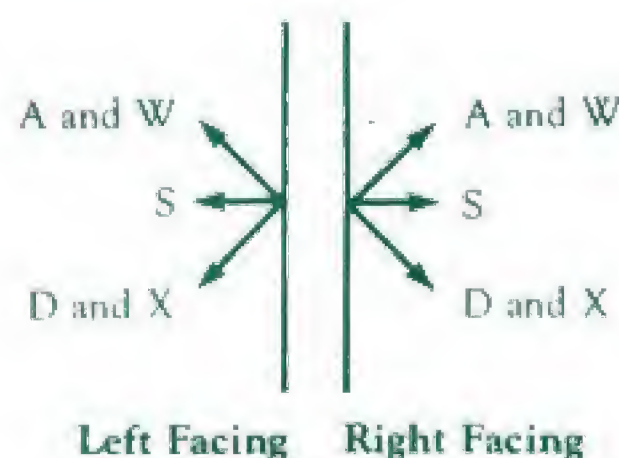
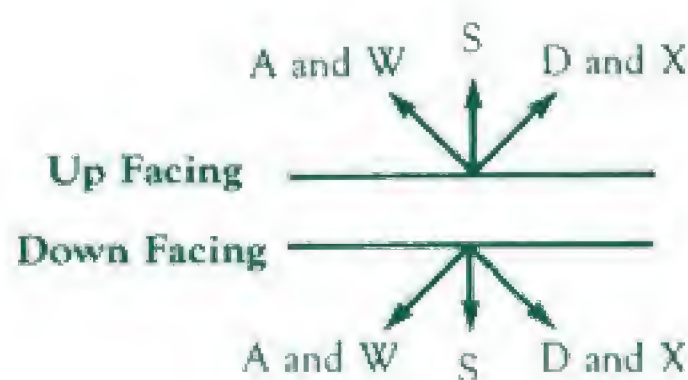
D and **X** = Shoot diagonally

(rotated 90° from **A** and **W**)

S = Shoot straight

R = Select weapon (toggles between crossbow and firebolts)

The diagrams below illustrate keyboard input and directions of fire according to facing.





1.5 Inventory Commands

The inventory commands are used to search for and collect items in chests and coffins or on dead monsters. They are also used in conjunction with the Warriors Inventory Box (see 5.1) to select and use items which the Warrior has already collected.

Inventory commands are as follows:

RETURN = Search/Take an item from a chest, coffin or dead monster.

P = Put the item displayed in the inventory box into a chest, coffin, or dead monster that the Warrior is standing next to.

SLASH (/) = Use the item in the Inventory Box.

SEMICOLON (;) = Search area/continue search.

PLUS (+) = Move Inventory Box left.

MINUS (—) = Move Inventory Box right.

Players using a joystick may execute the Search/Take command by pressing the button and letting go without moving the joystick.

1.6 Other Commands

F5 = Sound on/off

F7 = Save Game/Menu. This will automatically save the game onto the game disk and return to the game menu. Starting a new game or continuing an old game erases the game previously saved on the disk.

Ctrl F = This command freezes or pauses the game. Press any key to continue.

1.7 Summary of Keyboard Commands for C-64

C-64 keyboard commands are shown below.

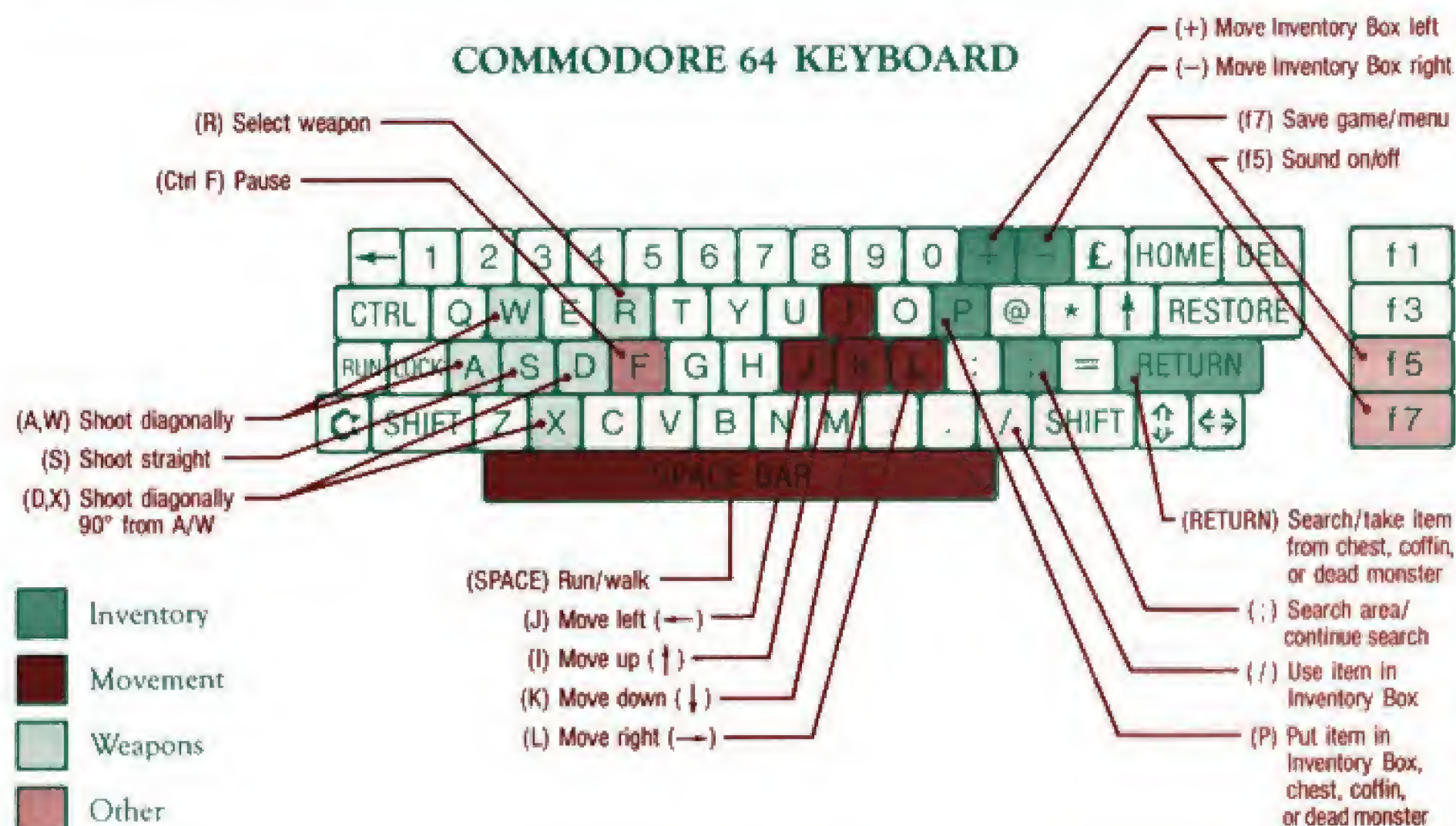
2.0 APPLE PLAYERS

2.1 Loading

Insert the game diskette into drive one. Turn on the monitor and the power switch. Wait for the game menu to appear.

2.2 Game Menu

You will see a menu allowing you to choose from (B) Beginner's game, (N) Normal game, (K) Kamikaze game, (O) Old game, (C) Commands, and (Q) Quit game. Also dis-





played is **SOUND ON** and **KEYBOARD**. When you press **Ctrl S** the **SOUND ON** changes to **SOUND OFF** and vice versa. Pressing **Ctrl K**, **Ctrl N**, or **Ctrl E** changes the **KEYBOARD** to **KEYBOARD**, **NORMALJOYSTICK**, and **EXPERT JOYSTICK**, respectively.

The three types of games — Beginner, Normal, and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster, but have capabilities not found in the Beginner's game. In the Beginner's level, magical items (see 6.0) have the effects listed. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 2.7). Quit game option does just that, without saving anything in progress.

The Commands option takes you to a menu that allows you to redefine the keyboard commands. For example, you may redefine the **SPACE BAR** instead of the **RETURN** key as the Search/Take command. To select the command you wish to change, move the cursor (pressing the **Ctrl J** and **Ctrl K** keys) to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command.

Although not listed on the Game Menu, you may press **Ctrl R** to blank out the bottom three high scores on the scores display. Pressing the **SPACE BAR** pages you through the opening screen displays, including the high score display and the game menu.

2.3 Joystick and Keyboard Modes

In the Game Menu or while in actual game play you may switch from keyboard, normal joystick and expert joystick modes by pressing the appropriate key:

Ctrl K = Keyboard

Ctrl N = Normal Joystick

Ctrl E = Expert Joystick

2.4 Movement Commands

Keyboard: Press **"I"** to move up (↑), **"J"** to move left (←), **"K"** to move down (↓), and **"L"** to move right (→).

Normal Joystick: Press **button 0** and move stick in desired direction.

Expert Joystick: Move stick in desired direction and press **button 0**.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the **SPACE BAR** to have your Warrior toggle in and out of **RUN** mode.

2.5 Fire Commands

Normal Joystick: Press down **button 1** and point stick in direction of fire.

Expert Joystick: Move stick in direction of fire and press down **button 1**.

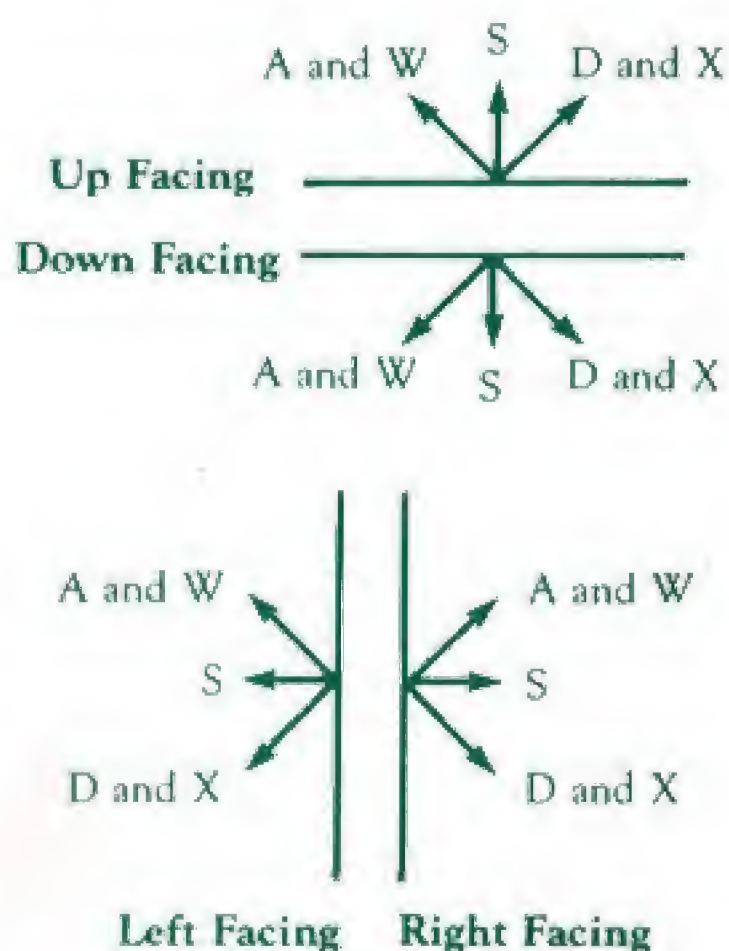
Keyboard: Press the appropriate key to fire in the desired direction.

A and **W** = Shoot diagonally

D and **X** = Shoot diagonally
(rotated 90° from **A** and **W**)

S = Shoot straight

The diagram below illustrates keyboard input and direction of fire according to facing.



All modes: **R** = Select Weapon (toggles between crossbow and firebolts).



2.6 Inventory Commands

The inventory commands are used to search for and collect items in chests and coffins or on dead monsters. They are also used in conjunction with the Warrior's Inventory Box (see 5.1) to select and use items which the Warrior has already collected.

Inventory commands are as follows:

RETURN = Search/Take an item from a chest, coffin, or dead monster.

P = Put the item displayed in the Inventory Box into a chest, coffin, or dead monster that the Warrior is standing next to.

SLASH(/) = Use the item in the Inventory Box.

SEMICOLON (;) = Search Area/continue to search.

LEFT ARROW (←) = Move Inventory Box left.

RIGHT ARROW (→) = Move Inventory Box right.

Players using an Expert Joystick may Search/Take items by pressing the **0 button** with the stick centered. Pressing the **1 button** toggles your weapon from crossbow and firebolts when the stick is centered.

2.7 Other Commands

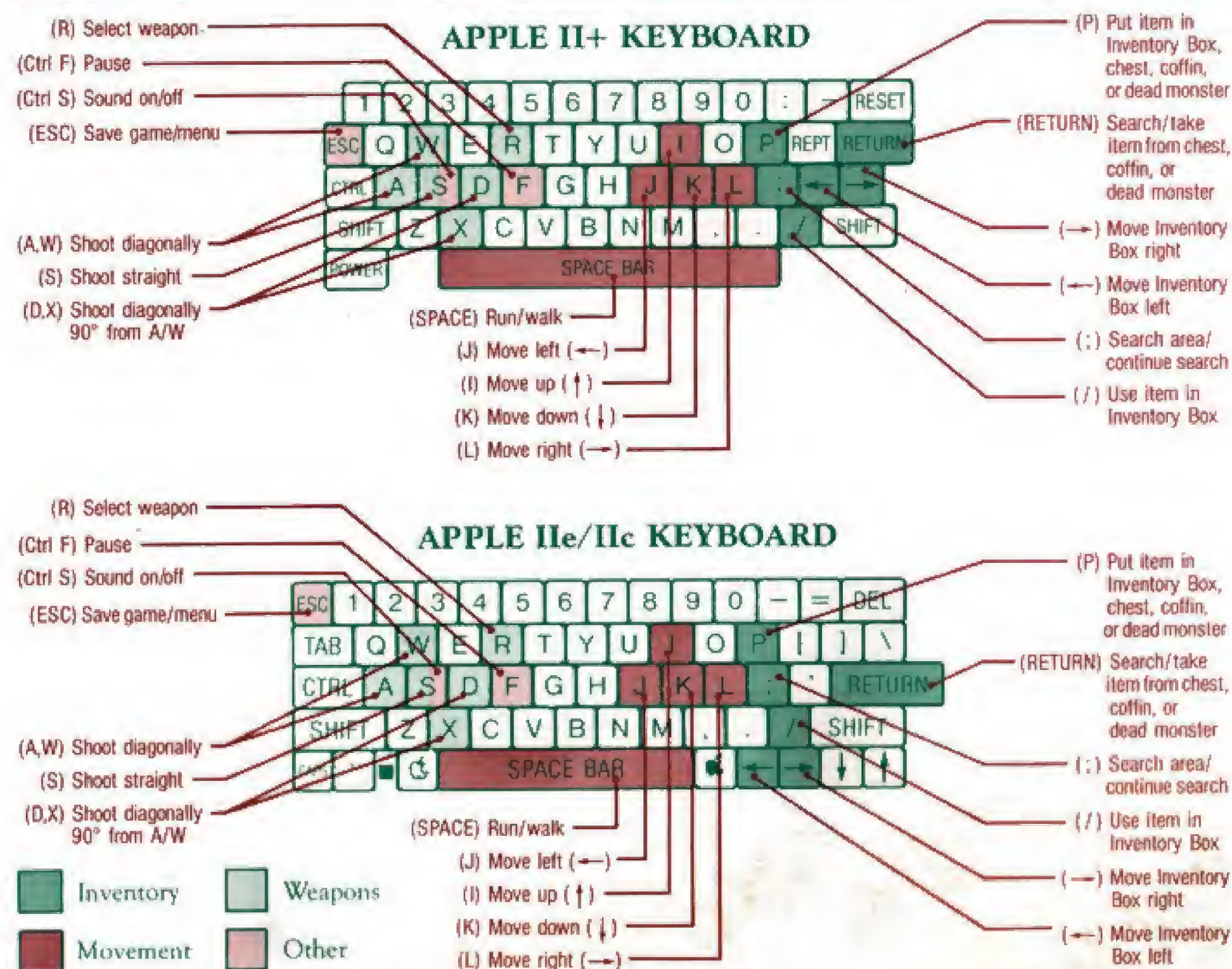
Ctrl S = Sound on/off

Esc = Save Game/Menu. This will automatically save the game onto the game disk and return to the game menu. Starting a new game or continuing an old game erase the game previously saved on the disk.

Ctrl F = Freezes or pauses the game. Press any key to continue.

2.8 Summary of Keyboard Commands for Apple

Apple II+, IIc, and IIe keyboard commands are shown below.





3.0 ATARI PLAYERS

3.1 Loading

Turn on the disk drive and insert the GAME disk. Remove all cartridges and turn on the computer. The game will self boot. On the 800 XL computer, hold down the OPTION key as you turn on the computer.

3.2 Game Menu

You will see a menu allowing you to choose from (B) Beginner's game, (N) Normal game, (K) Kamikaze game, (O) Old game, (C) Command screen, (F5) Sound on/off, and (Q) Quit game.

The three types of games — Beginner, Normal and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster, but have capabilities not found in the Beginner's game. In the Beginner's level, magical items (see 6.0) have the effects listed. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

The Old game option allows you to continue a game previously saved (see 3.6). Pressing the **Ctrl 5** key toggles sound between on and off. Quit game does just that, without saving anything in progress.

The Command screen option takes you to a menu that allows you to redefine the keyboard commands. For example, you may redefine the **SPACE BAR** instead of the **RETURN** key as the Search/Take command. To select the command you wish to change, move the cursor down to the desired command and press the key you desire to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command. You may move the cursor to the desired commands with a joystick in port #1 or the cursor keys.

Although not listed on the Game Menu, you may press **Ctrl R** to blank out the bottom three high scores on the high scores display. Pressing the **SPACE BAR** pages you through the different opening screen displays including the high score display and the game menu.

3.3 Movement Commands

Joystick (in port #1): To move, push the joystick in the desired direction (diagonal moves are not allowed).

Keyboard: Press "I" to move up (↑), "J" to move left (←), "K" to move down (↓), and "L" to move right (→).

Players may use the joystick and/or keyboard commands at any time since both methods are available at all times.

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the **SPACE BAR** to have your Warrior toggle in and out of RUN mode.

3.4 Fire Commands

Joystick (in port #1): To fire, press the button on the joystick and push the stick in the direction you wish to fire. You may fire in any direction (facing changes automatically).

Keyboard: Press the appropriate key to fire in the desired direction.

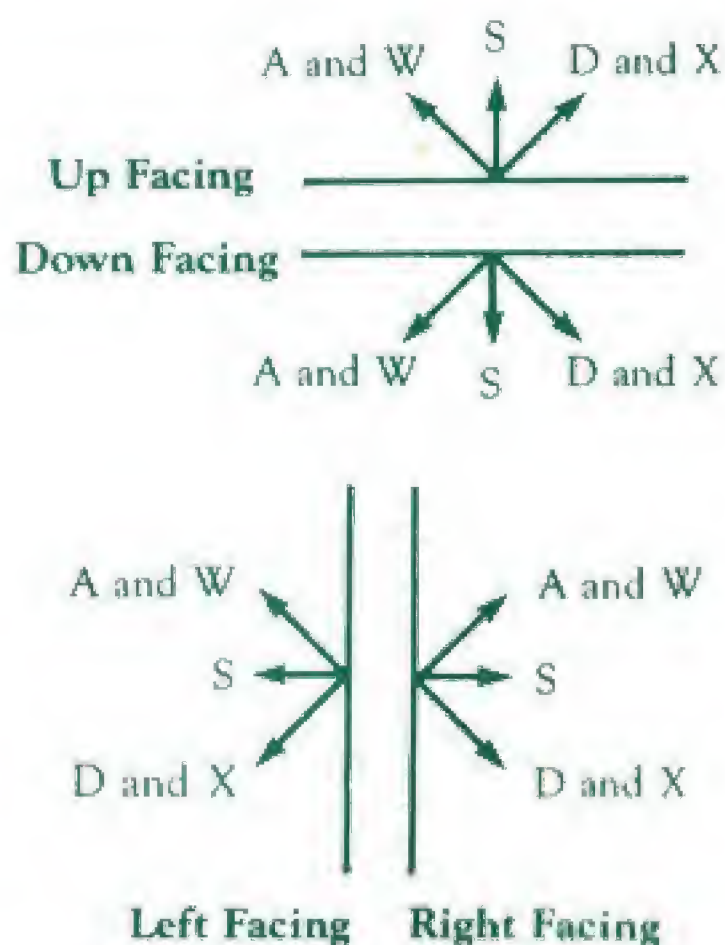
A and **W** = Shoot diagonally

D and **X** = Shoot diagonally
(rotated 90° from **A** and **W**)

S = Shoot straight

R = Select weapon (toggles between crossbow and firebolts).

The diagrams below illustrate keyboard input and directions of fire according to facing.





3.5 Inventory Commands

The inventory commands are used to search for and collect items in chests and coffins or on dead monsters. They are also used in conjunction with the Warriors Inventory Box (see 5.1) to select and use items which the Warrior has already collected.

Inventory commands are as follows:

RETURN = Search/Take an item

from a chest, coffin, or dead monster.

P = Put the item displayed in the Inventory Box into a chest, coffin, or dead monster that the Warrior is standing next to.

SLASH (/) = Use the item in the Inventory Box.

SEMICOLON (;) = Search area/continue search.

LESS THAN (<) = Move Inventory Box left.

GREATER THAN (>) = Move Inventory Box right.

Players using a joystick may execute the Search/Take command by pressing the button and letting go, without moving the joystick.

3.6 Other Commands

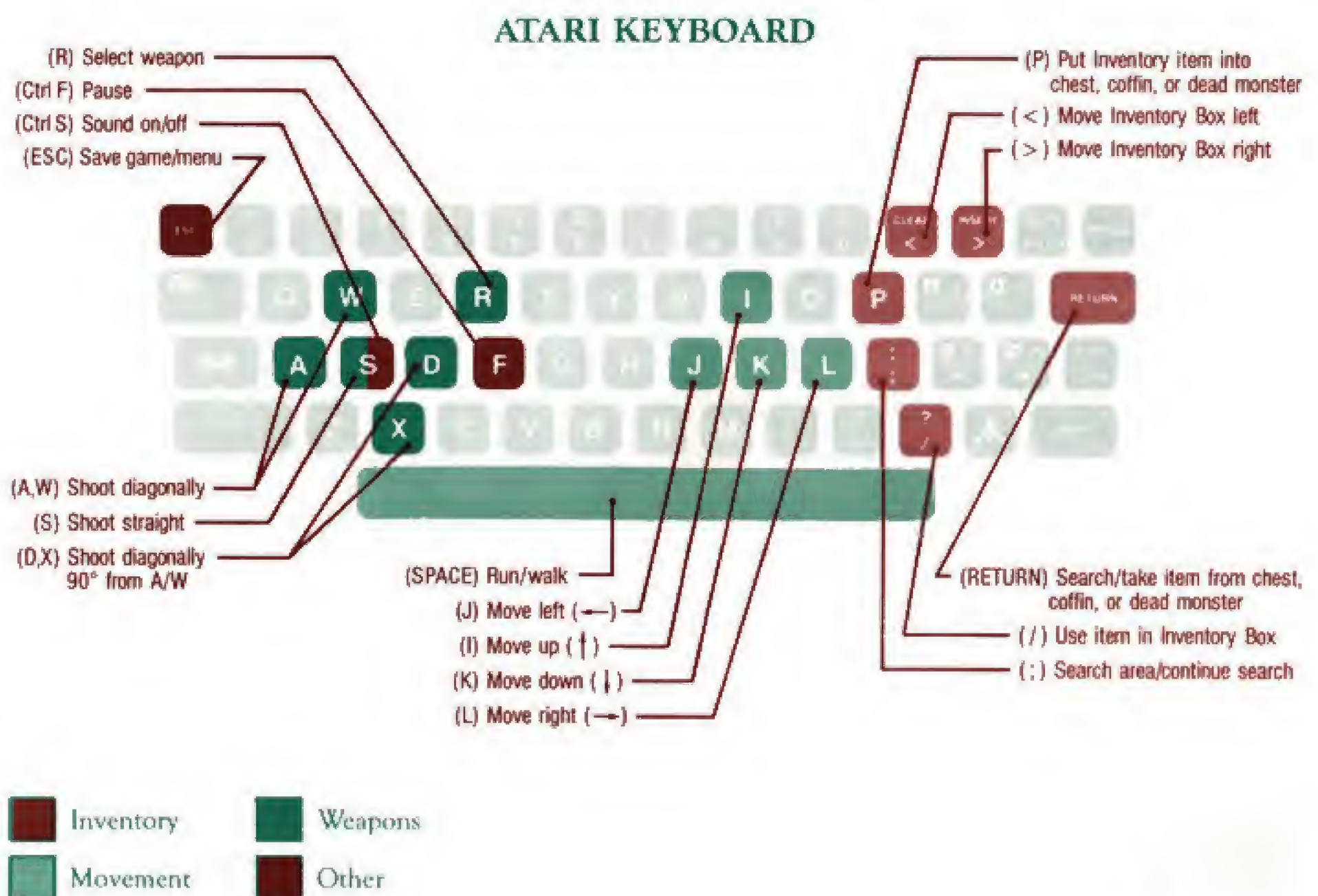
Ctrl S = Sound on/off

Esc = Save Game/Menu. This will automatically save the game onto the game disk and return to the game menu. Starting a new game or continuing an old game erases the game previously saved on the disk.

Ctrl F = This command freezes or pauses the game. Press any key to continue.

3.7 Summary of Keyboard Commands for Atari

Atari keyboard commands are shown in the diagram below.





4.0 MACINTOSH PLAYERS

4.1 Loading

Turn off your computer (if on). Insert game diskette into drive and turn on your computer. The game will automatically boot up.

4.2 Game Menus

When the game screen appears, move the mouse to "**Gemstone Warrior**" or "**Options**" and click the mouse to pull down the menus. Under "Gemstone Warrior" you may select a Beginner, Normal, or Kamikaze game. You may also choose to continue an old game, save a game in progress, or quit the game. Under "Options" you are allowed to pause the game, turn the sound off or on, redefine the keyboard commands, select mouse help, display high scores, or erase three bottom high scores.

The three types of games — Beginner's, Normal, and Kamikaze — represent levels of difficulty. The Beginner's game is quite challenging. The other games include monsters that not only move faster but have capabilities not found in the Beginner's game. In the Beginner's level, magical items (see chart 6.0) have the effects listed. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

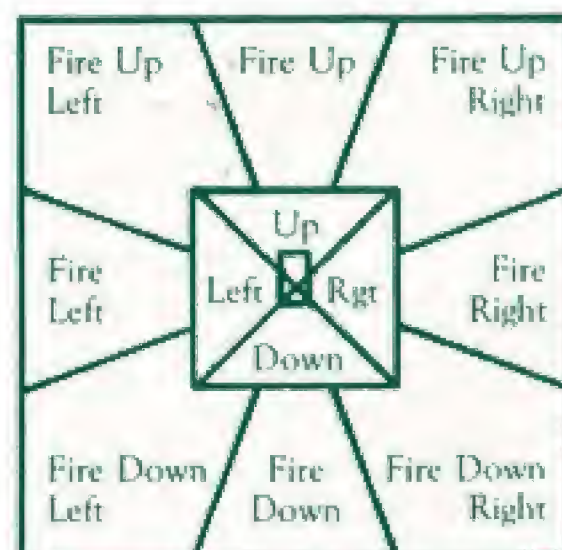
The redefine keyboard commands takes you to a menu that allows you to change the command keys. For example, you may redefine the SPACE BAR instead of the RETURN key as the Search/Take command. To select the command you wish to change, move the mouse down to the desired command and press the key you wish to replace it with. The new key will be displayed next to the command. Please note that you may not have the same key next to more than one command.

When you save a game, it will be saved automatically onto your game disk. Starting a new game or continuing an old game erases the game previously saved on the disk.

4.3 Movement and Fire Commands

Mouse: You may use the Mouse to move the Warrior and to fire his weapons. There are

four movement directions and eight fire directions. The following diagram shows the move and fire areas. These areas are superimposed upon the Playing Area of the screen and are centered around the Warrior (although not graphically portrayed on the screen).



The four movement areas are in the center of the playing area and the eight firing areas occupy the rest of the playing area.

The Warrior is, of course, in the center of the playing area.

Mouse movement: Clicking in a move area moves the Warrior one space per click, if already facing that direction. If the Warrior is facing another direction then the first click faces the Warrior in the new direction, and other clicks in the same area move him.

Holding the mouse button down in a movement area moves the Warrior continuously in the direction area.

Mouse firing: Clicking in a fire area shoots the current weapon once. Holding the button down in a fire area shoots the current weapon continuously.

Generally, clicking the mouse button gives the command for that area once and holding the mouse down gives repeated commands. If while holding the button down you move the mouse into a new area, the commands given will change to that new area.

Keyboard movement: Press "I" to move up (↑), "J" to move left (←), "K" to move down (↓), and "L" to move right (→).

When you move your Warrior, his facing (up, down, right, left) will change automatically. Press the **SPACE BAR** to have your Warrior toggle in and out of RUN mode.



Keyboard firing: Press the appropriate key to fire in the desired direction.

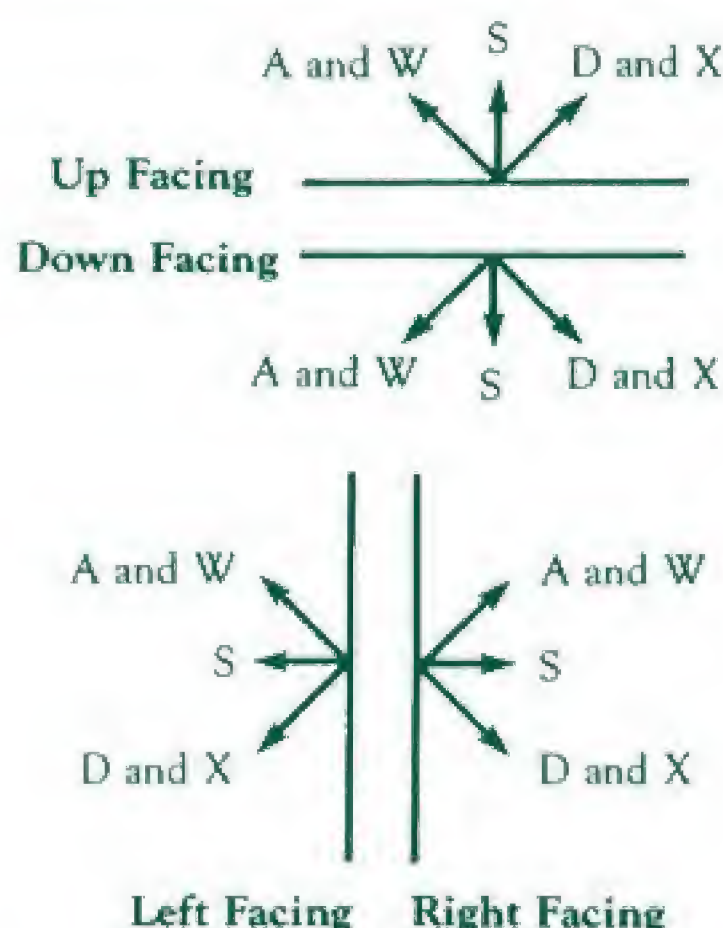
A and **W** = Shoot diagonally

D and **X** = Shoot diagonally
(rotated 90° from **A** and **W**)

S = Shoot straight

R = Select weapon (toggles between
crossbow and firebolts)

The diagram below illustrates keyboard input
and directions of fire according to facing.



4.4 Inventory Commands

The inventory commands are used to search
for and collect items in chests and coffins or on

dead monsters. They are also used in conjunc-
tion with the Warrior's Inventory Box (see
5.2) to select and use items which the Warrior
has already collected.

Mouse: Move the mouse to the appropriate
area you wish to select and click the mouse.
Double click over an inventory item to use it.
Please refer to the Macintosh screen display at
the back of the rules for a detailed diagram.

Keyboard:

RETURN = Search/Take an item from a
chest, coffin, or dead monster.

P = Put the item displayed in the Inventory
Box into a chest, coffin, or dead
monster that the Warrior is standing
next to.

SLASH (/) = Use the item in the Inven-
tory Box.

SINGLE QUOTE (') = Search area/
continue search.

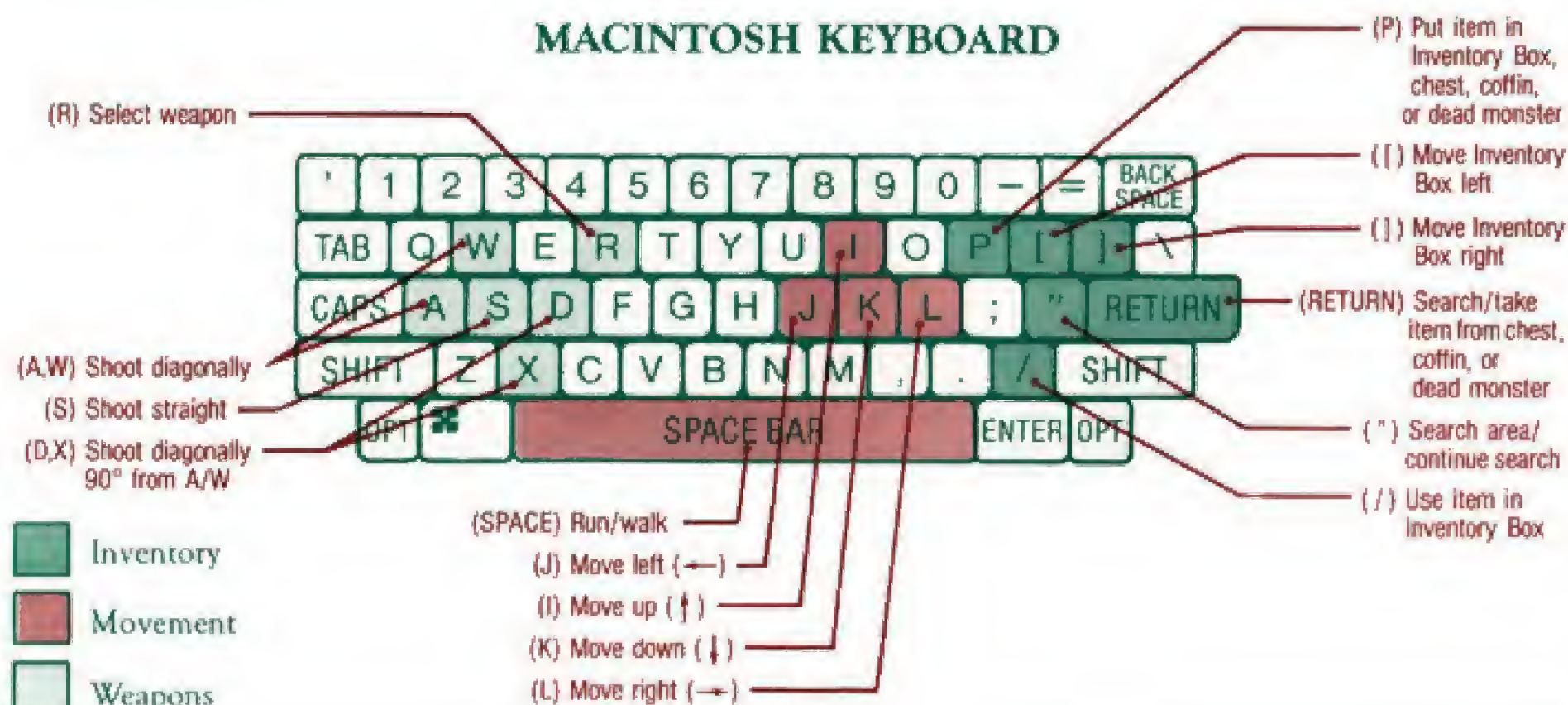
LEFT BRACKET ([) = Move Inventory
Box left.

RIGHT BRACKET (]) = Move Inventory
Box right.

Players may use the mouse and keyboard
interchangeably since both are active at the
same time.

4.5 Summary of Keyboard Commands for Macintosh

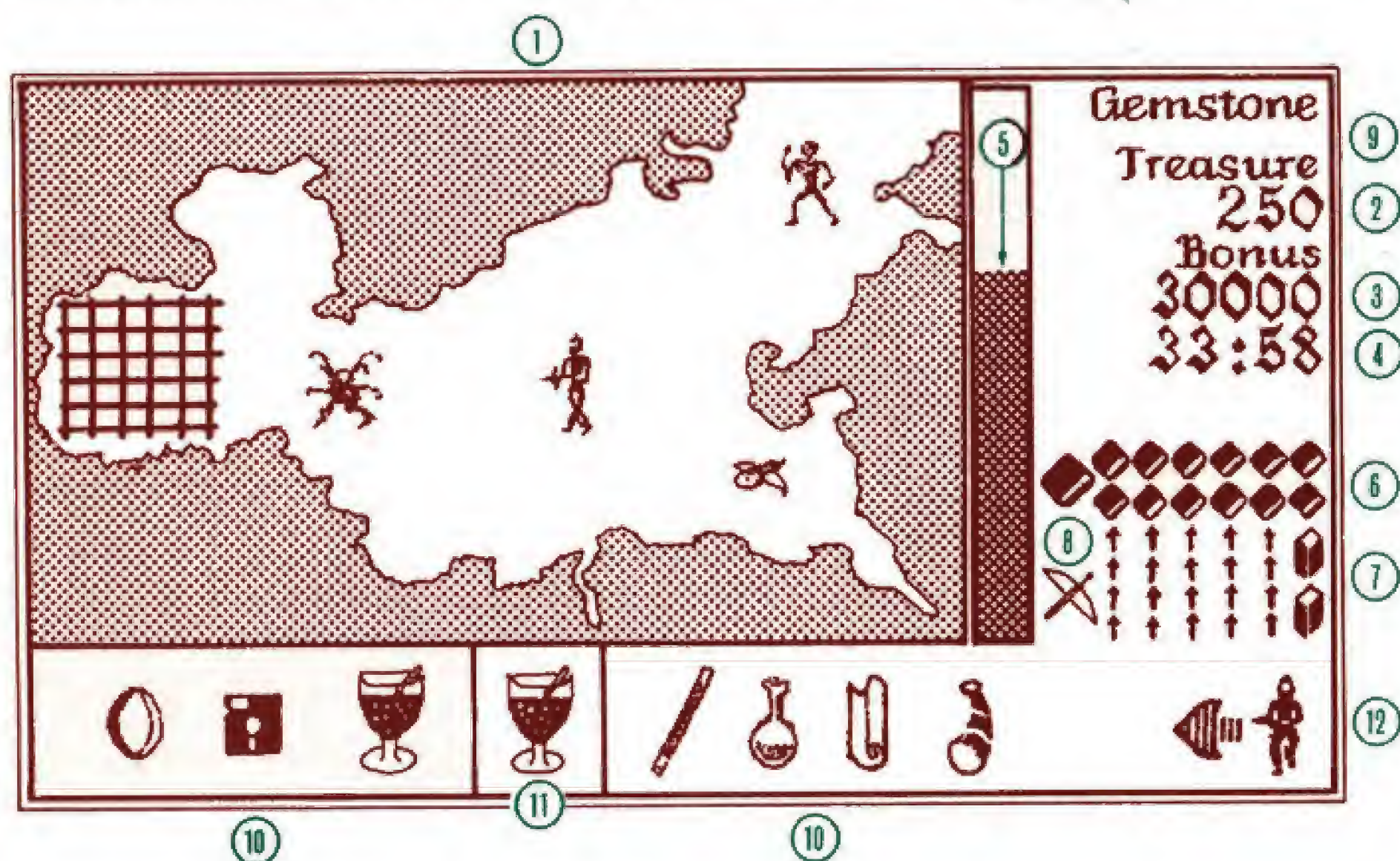
Macintosh keyboard commands are shown in
the diagram below.



5.0 THE SCREEN

5.1 Apple, Atari, and C-64 Screens

The GEMSTONE WARRIOR screen keeps you aware of everything you need to know:



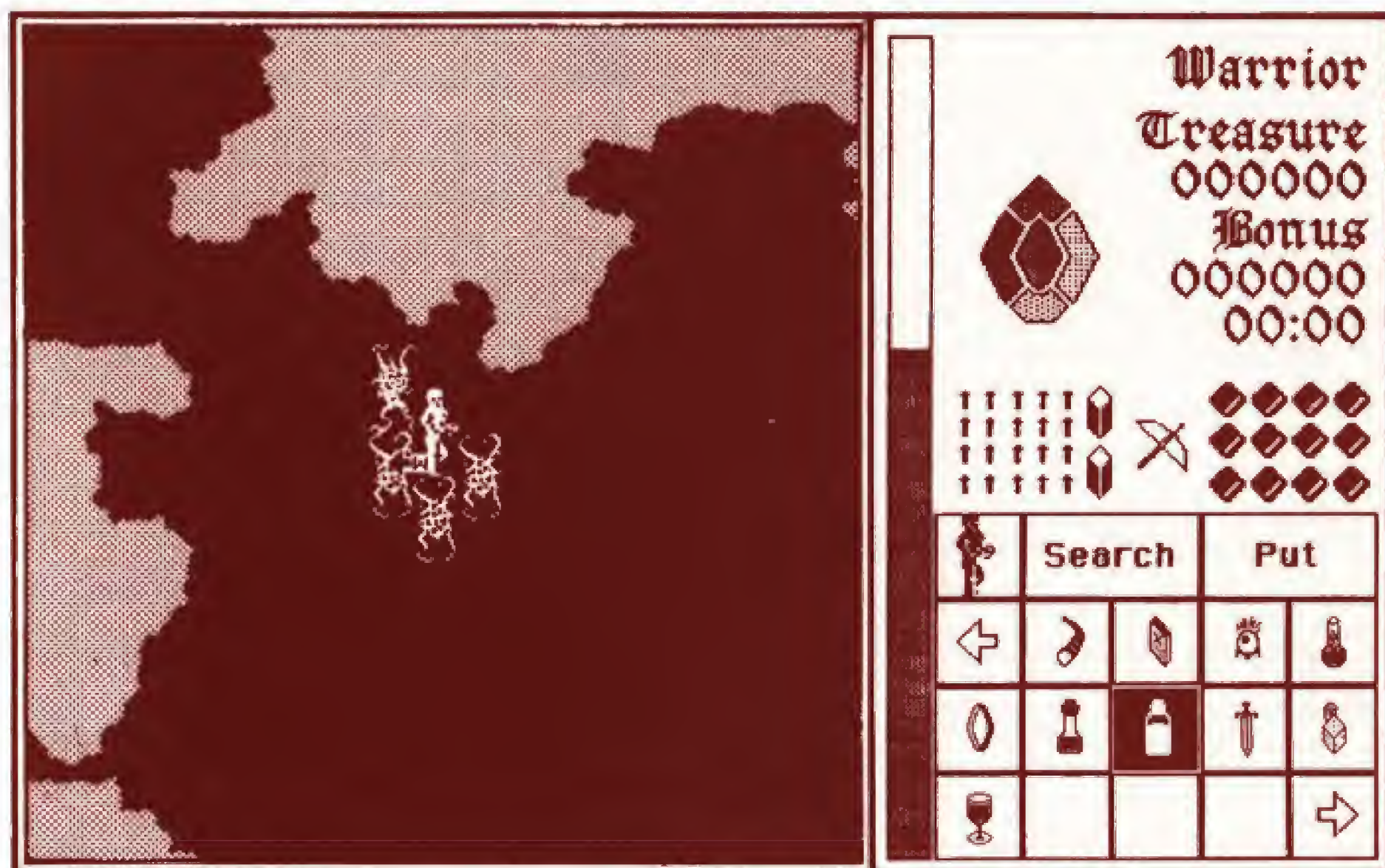
SCREEN ITEMS

The items and areas displayed on the screen are:

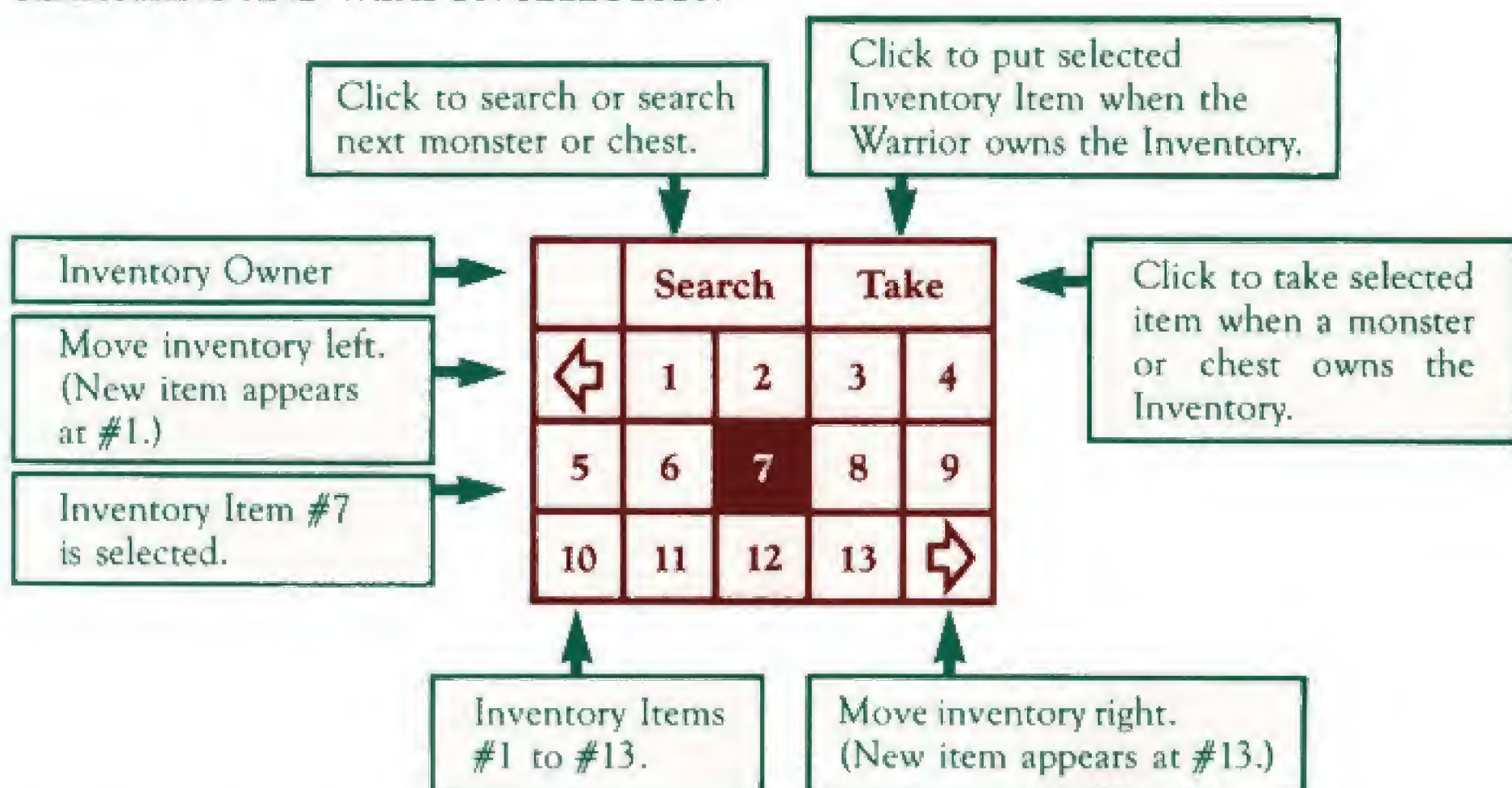
- | | | | |
|-------------------------|---|----------------------------|---|
| 1. Playing Area | Where all the action takes place. | 7. Arrows | Shows the number of Crossbow Arrows (bolts) you have left. |
| 2. Treasure | Keeps track of the number of Treasure Points you have collected from chests, coffins or dead monsters. | 8. Current Weapon | Shows which weapon is currently ready for use. |
| 3. Bonus Counter | Indicates the present value of the Bonus. | 9. Running Man | Indicates whether you are running or not. You are running when the Running Man appears on your screen above the treasure. |
| 4. Timer | Shows the time remaining for achieving Bonus Goal. | 10. Inventory | Shows the Items in your possession; shows the result of a search of a chest, coffin or dead monster. |
| 5. Life Bar | Indicates how much damage you have taken from the attacks of monsters or the effects of Magic Items. When the Life Bar reaches the bottom, you are dead. It turns blue if you have been infected by a shambler. | 11. Inventory Box | Indicates the Item that can be picked up, put down or used (see Inventory Commands). |
| 6. Fireballs | Shows the number of Fireballs you have left. | 12. Inventory Owner | Either you (the Warrior), or the object of a search (a chest, coffin or monster). |



5.2 Macintosh Screen



MOUSE INVENTORY/ SEARCHING AND WEAPON SELECTION



- Click once on an Inventory item to select it.
- Click twice on an Inventory item to use it.
- Click on Crossbow Bolts (Arrows) to select Crossbow.
- Click on Small Fireballs to select Fireball.



6.0 MAGIC AND OTHER ITEMS

6.1 Magic Items

Magic items found in GEMSTONE WARRIOR are listed below. In the beginner's level the items have the effects listed below. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

MAGIC ITEM

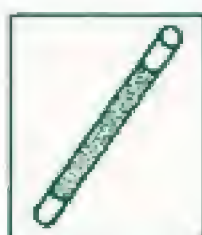
NAME

EFFECT



Goblet

heal



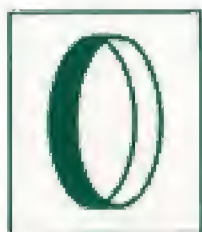
Wand

freeze



Bottle

poison



Ring

invisibility



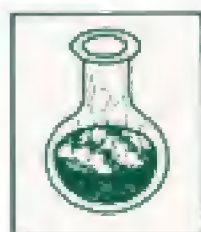
Potion

regenerate



Scroll

illusion



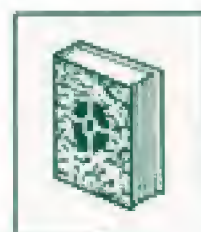
Gourd

poison



Crystal Ball

annihilation



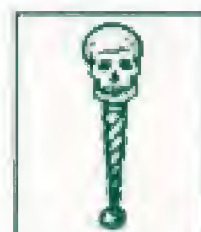
Book

cure disease



Horn

life



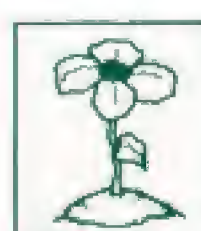
Sceptor

protection



Dagger

unknown



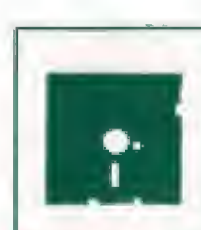
Flower

unknown



Dice

unknown



Ancient
Black Thing

unknown



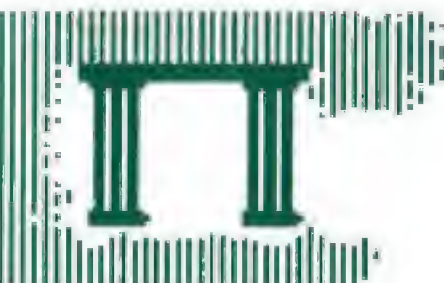
6.2 Other Items



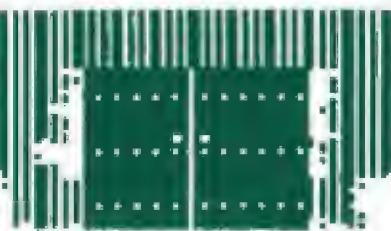
Coffin



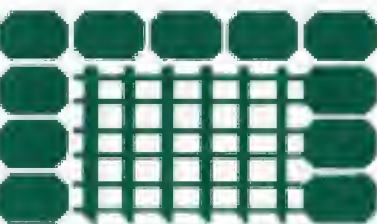
Chest



Archways



Doors



Grates



Magic Bolts



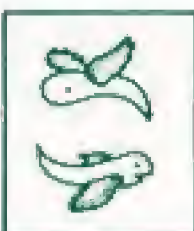
Crossbow and Arrows

7.0 CAST OF CHARACTERS



Contagious Shambler

A diseased and vicious monster that collects garbage and wastes from the caverns.



Thieving Flyer

A blood sucking terror.



Skeleton

Animated dead bodies of your predecessors.



Gas Plant

Exploding hydrogen plant.



Giant Amoeba

A reproductive nightmare.



Ghost

Souls trapped by the Demons.



Summoning Eye

Watch guard for the Demons.



Demons

The vile beings who stole the Gemstone.



Brave Warrior

Yourself.

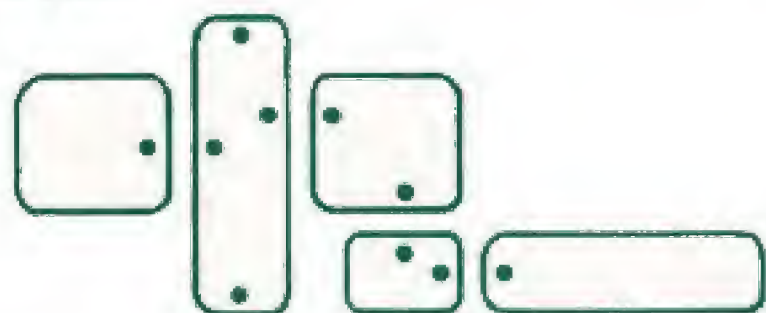


8.0 BONUS TREASURE

Bonus Scoring is important if you want to attain a high score. If you win the game within the bonus time displayed on the screen, you will receive the bonus score.

9.0 TIPS ON STRATEGY

- Practice moving and firing in the first room.
- Keep your distance from monsters when in combat. Use your Crossbow, saving your Fireballs for the Demons in the Maze, and other sticky situations.
- Use Inventory Commands to search monsters, chests and coffins for gold, weapons and magic items.
- Do not forget your magic items. They are very powerful.
- Move quickly to receive Bonus Treasure points.
- Keep moving toward your main goal, the recovery and safe return of the Gemstone.
- Map the dungeons: This is the key to winning the game and collecting the bonus. It is advisable to use a mapping system that shows both the shape of a room and the location of all doors. (Note: doors, grates, and magic portals are interchangeable, but are always in the same location). The start of a map looks like this:



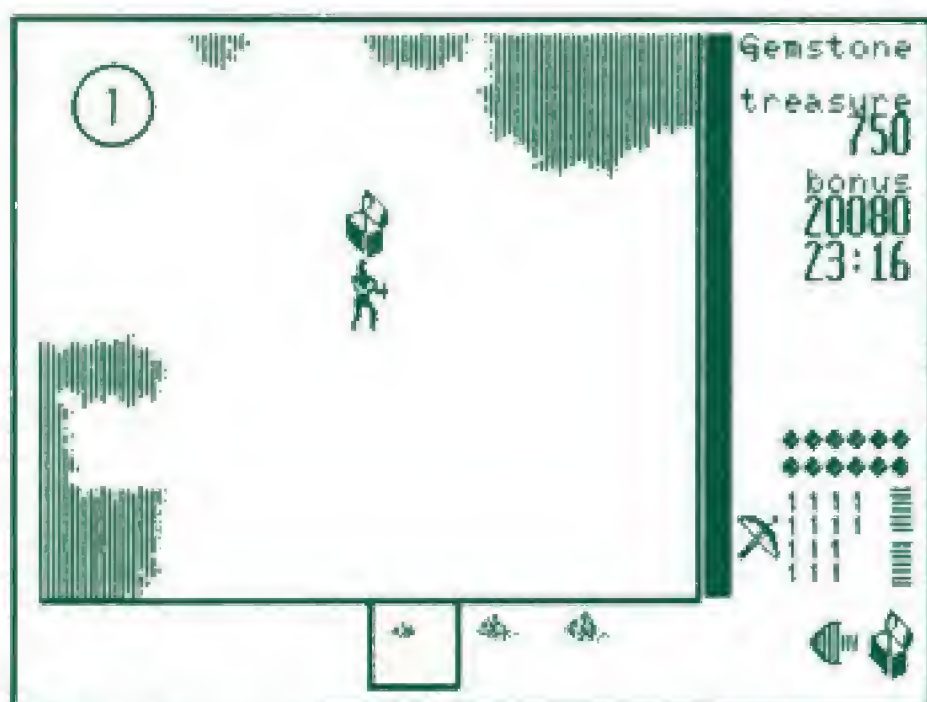
Dots indicate the presence of a door.

- Go through every door you can. The Gemstone pieces are deep in the dungeon in a place called the Maze. (You should map it, too, but be ready for a surprise.) The Maze is entered through a grate surrounded by Pillars; you can't miss it.
- Know your magic: In a Beginner game, scan through your possessions and be aware of their uses. In a Normal or Kamikaze game, you should test a few of your items as soon as

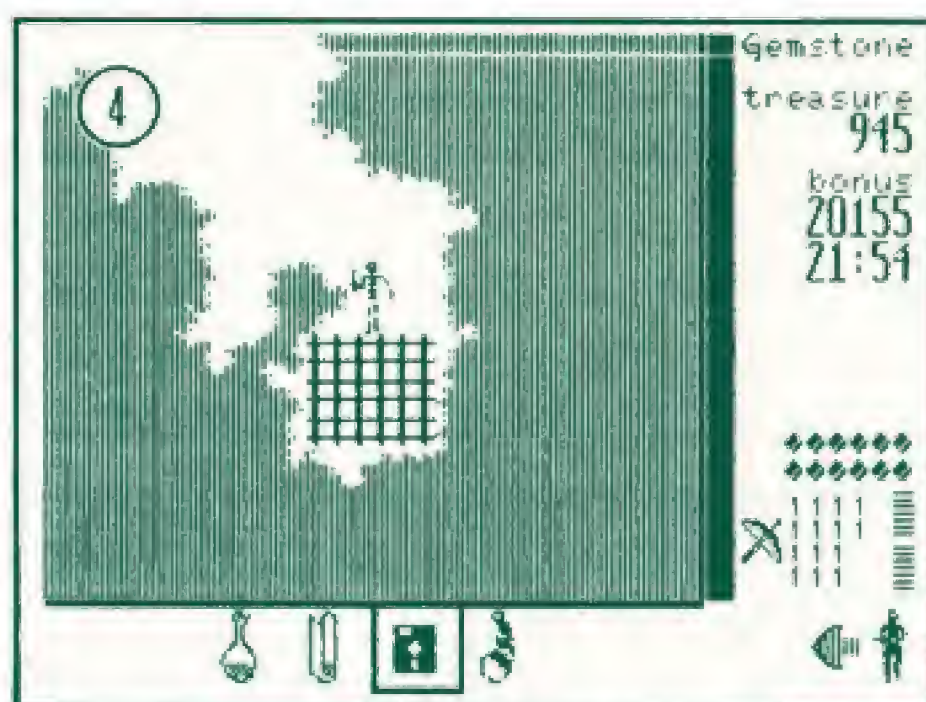
possible. Six items will have the same powers as the Beginner game. The longer you explore, the more chance there is of two items switching powers. So if your trusty shield spell turned you invisible, try the item that used to make you invisible — it might be a shield. The last note about magic is that every item has only one use. Use it and it's gone. But there is a 10% chance of the item remaining.

- Shamblers should be killed as quickly as possible. If you contract a disease, and do not have the cure, you may find yourself in trouble. This is especially true in the Normal or Kamikaze games when the cure could be any of ten items. (Note: Disease is temporary. If you have healing, regeneration, or life, you may be able to ride out the infection.)
 - Study the types of treasures found on different monsters. The fact that skeletons often carry crossbow bolts may save your life.
 - There is a maximum number of items you can carry, so put down poison as soon as you discover it. Life magic only works to resurrect you three times per game, so carrying more than that is a waste. If you cannot carry an item you have discovered, you may wish to use it immediately (especially if it is an illusion or shield item).
 - If you have range in combat, use it. Don't worry about losing ground; think of what's behind you as familiar territory. Fire a few shots and move back. Monsters only do damage when they hit you.
 - It isn't necessary or wise to kill everything in a room until you are in the maze. If you are protected, use the protection to move on quickly. (Note: After the maze you won't have time to kill everything.) Monsters will ignore invisible or illusion-cloaked warriors unless you shoot first. Save a few of these useful items for use after you retrieve the Gemstone (when the demons come out).
 - Stay sharp. You can hear a monster long before you see it, and you can thus be prepared for an attack. Listen for the different sounds made by the monsters and decide: Fireball, crossbow, or magic item?
- GOOD LUCK!

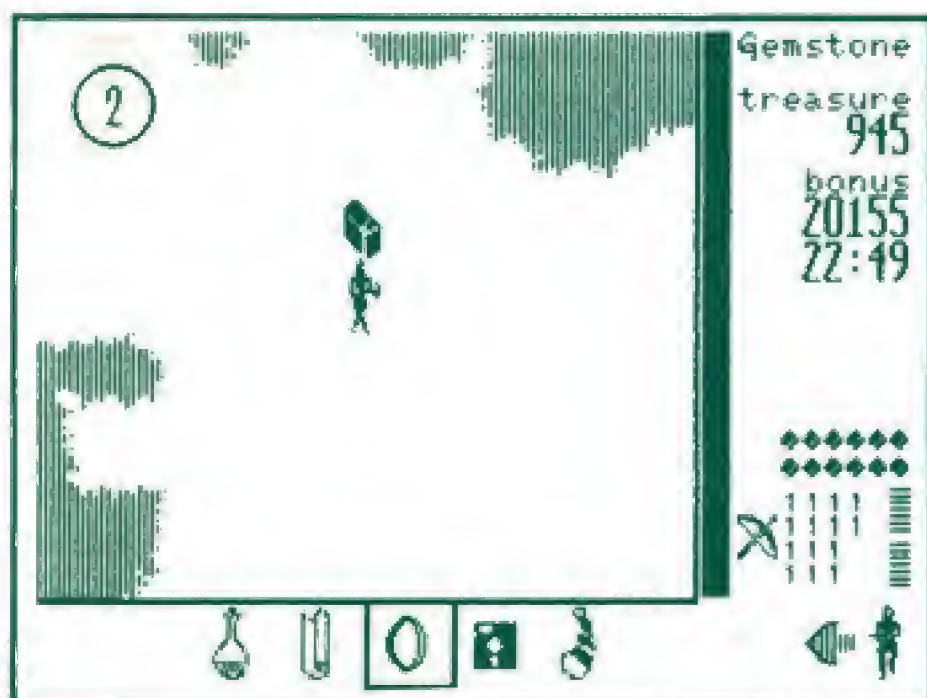
10.0 EXAMPLES OF PLAY



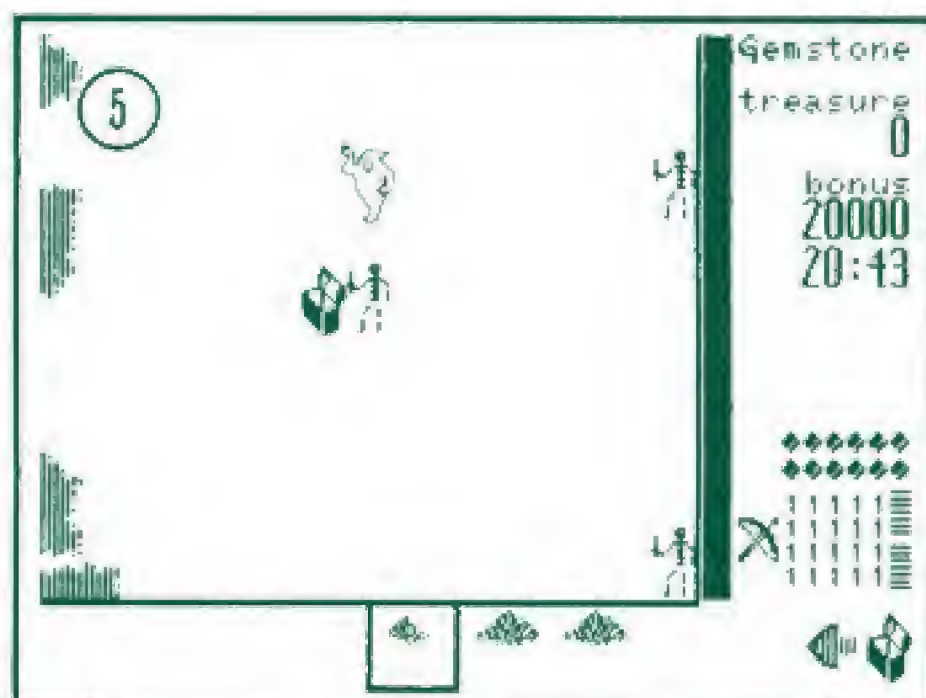
The Warrior searches a room for chests. Upon finding one, he opens it and discovers some Gold!



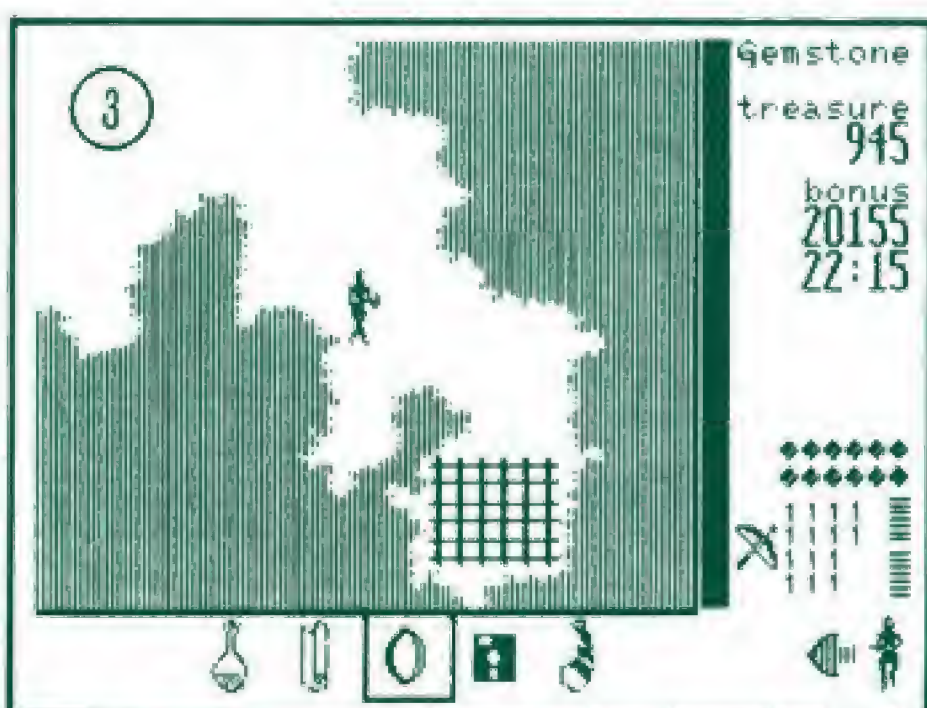
He puts the Ring on and to his amazement his body has been transformed into a skeleton.



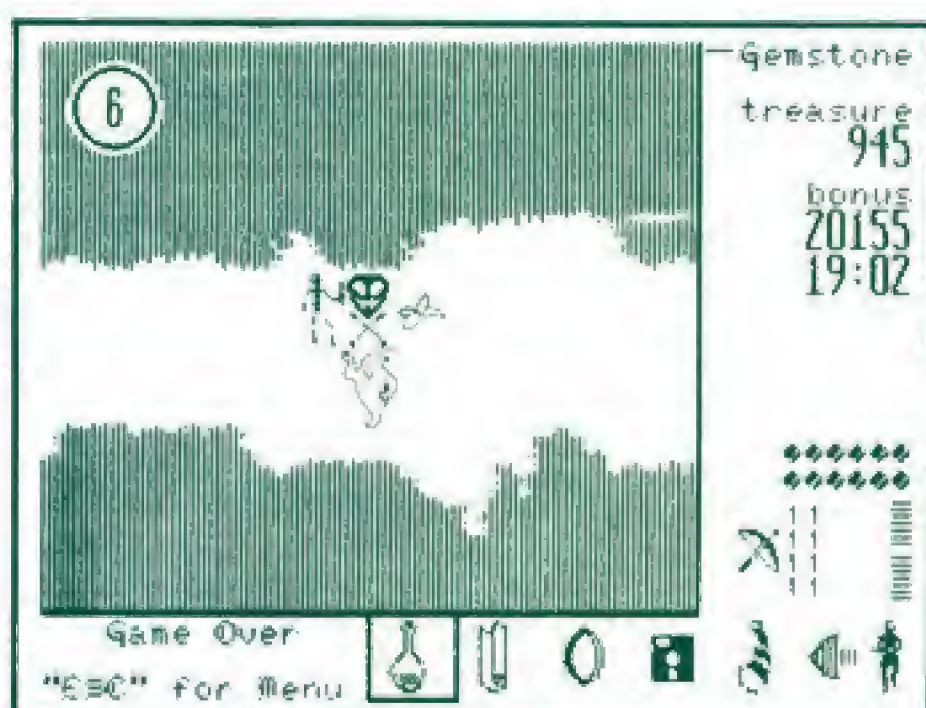
He takes the gold and considers his next move.



The Warrior, disguised as a skeleton, searches a chest while the ghost and two real skeletons are none the wiser.



The Warrior then proceeds to a large grated door near the south end of the room. He decides to use his Ring when he gets to the door. (Note the Inventory Selection Box at the bottom center of the screen).



He was too careful and too slow. To his shock, he changes back to his own form and is overwhelmed.

And now, his spirit, as one of the Demons' twisted creations, will wander the Demons' Lair forever.

GEMSSTONE WARRIOR

GETTING STARTED

Turn on the disk drive and insert the GAME disk. Remove all cartridges and turn on the computer. The game will self-boot. On the 800XL computer, hold down the OPTION key as you turn on the computer.

noted below:

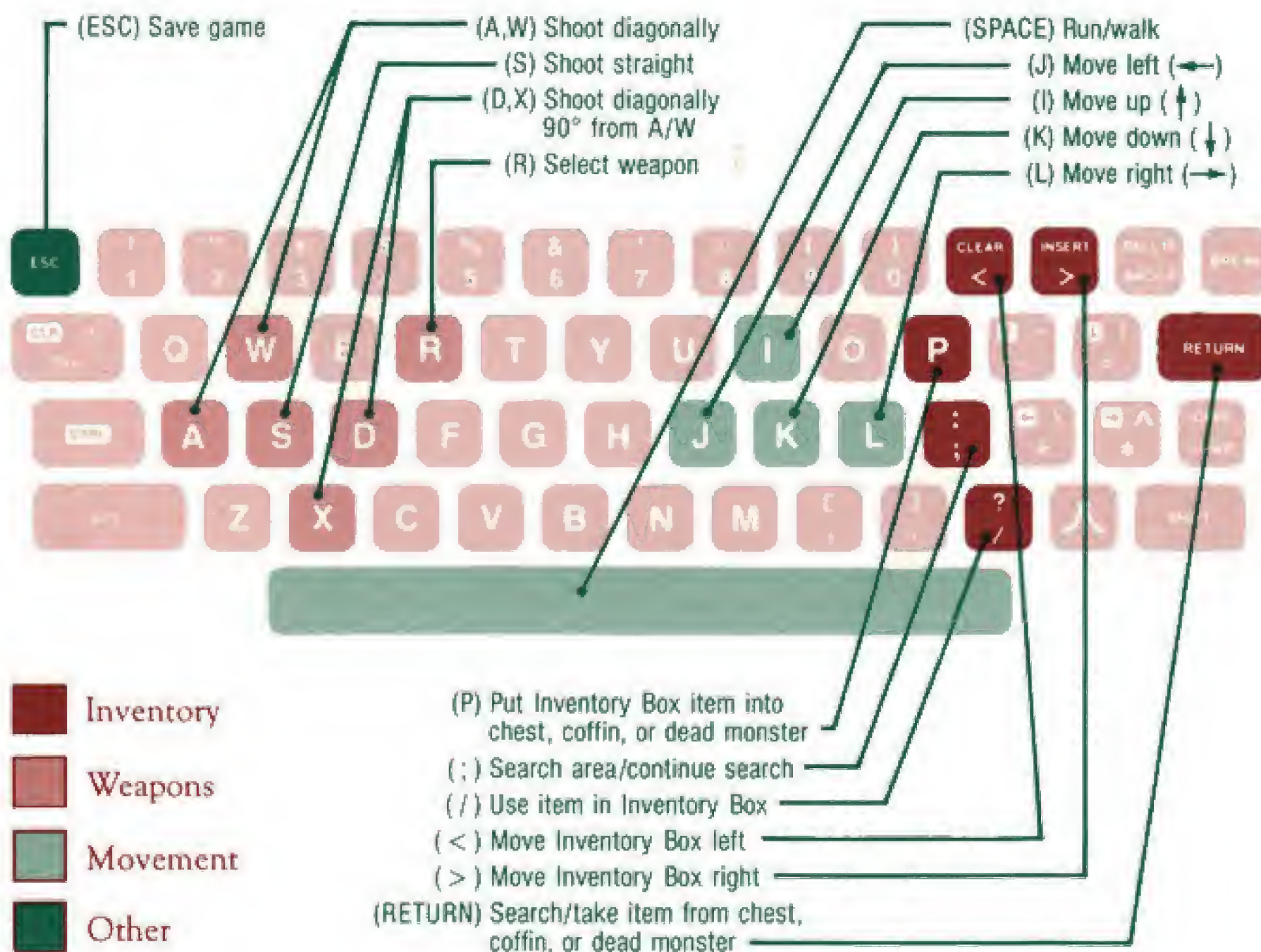
Sound ON/OFF	Ctrl/S
Dissolve ON/OFF	Ctrl/D
Save game	ESC
Move Inventory Box left and right, respectively	<, >
REDEFINE command keys	Ctrl/⬆ and Ctrl/⬇ to move cursor.

COMMANDS

The command keys for the Atari® are the same as the Commodore 64™ except as

The joystick works like a C-64 joystick, except it plugs into port #1.

ATARI KEYBOARD



... The Quest Continues

The air about you is chill and damp. You strain to see further through the hazy darkness, your ears finely attuned to the faint sounds around you: the drip of water off the cavern walls, the faint scratching of your boots across the rough floor, the muffled hiss of your breathing . . .

Then something else. Footsteps approaching?

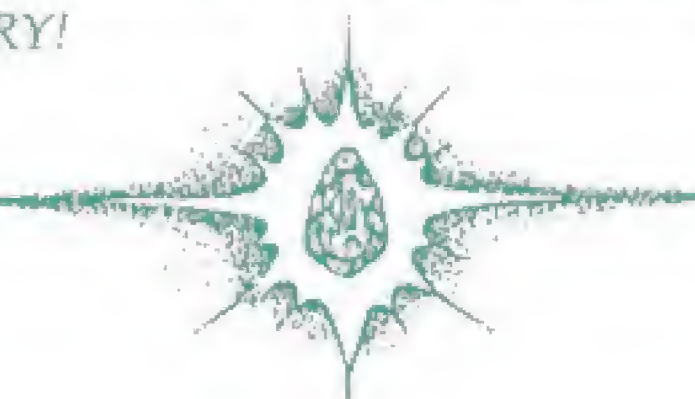
You tighten your grip on your trusty crossbow, and check the quiver on your belt. Ten crossbow bolts left.

You smile grimly, remembering the Magic Item in your backpack: the crystal ball that so effectively froze the Flyers in the last room. In a pinch it could save your life.

The footsteps are closer. But nearby is the doorway into the next room. Why fight whatever is behind, when your Quest lies ahead?

For a moment, you look down at the pouch on your belt. Warm to the touch, the leather almost seems to be glowing, lit from within by the fragment of the Gemstone it contains.

Drawing a deep breath, you step through the doorway into the Unknown.
ONWARD TO GLORY!



CREDITS

Original Game Design & Programming
Peter W. V. Lount

Original Game Design & Graphics
Trouba Gossen

Commodore 64 and Atari Versions
Kevin Pickell

Macintosh Version
Peter W. V. Lount

Gemstone Warrior Created By
Paradigm Creators, Inc., Vancouver, B.C., Canada

Game Development
Chuck Kroegel, Michael Kawahara & Robert W. Calfee

Art & Graphic Design
Louis Hsu Saekow, Kathryn Lee & Dave Boudreau

Typesetting
Abra Type

Printing
A&a Printers and Lithographers

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983.

Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).
